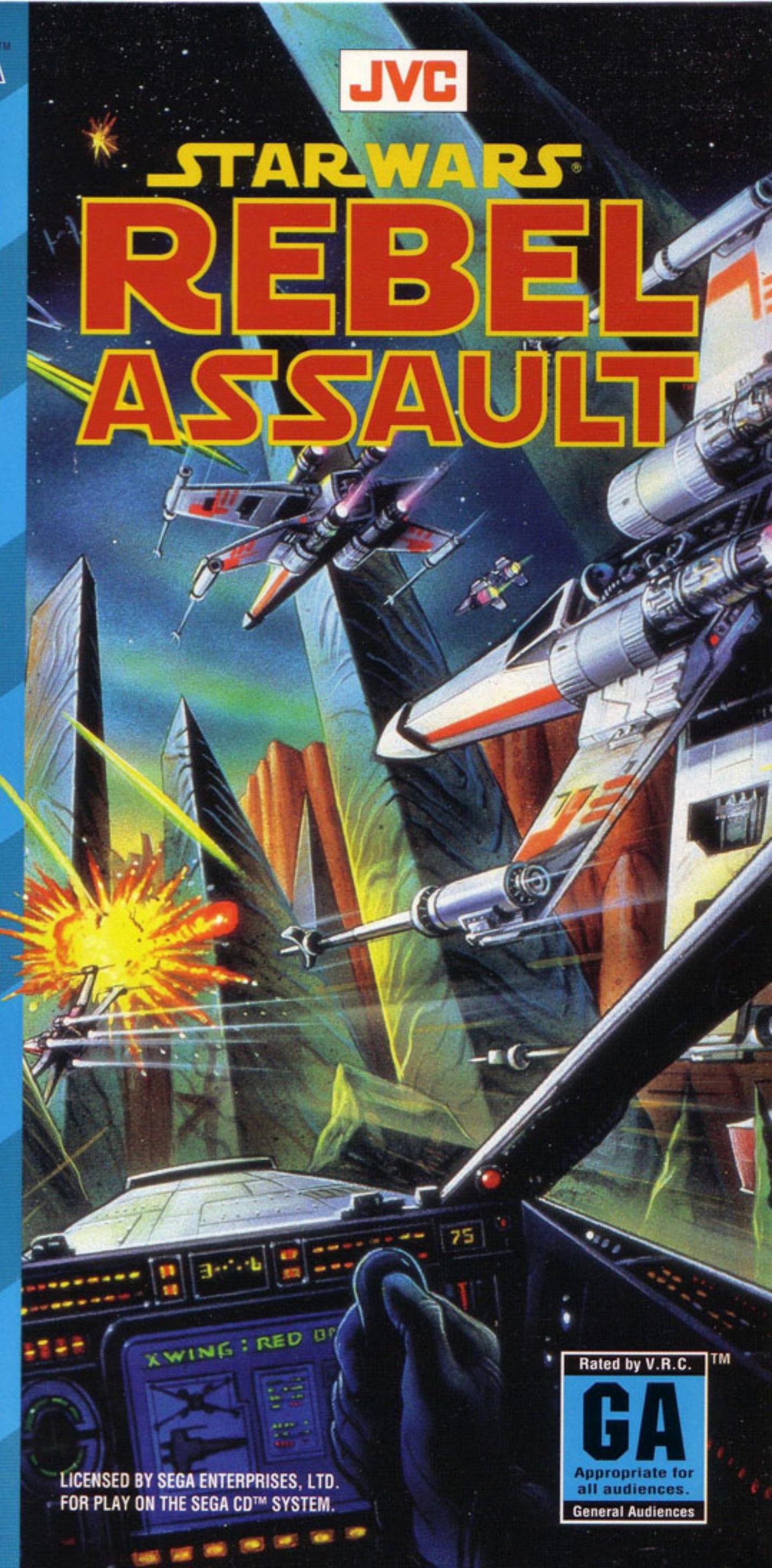


SEGA™

SEGA
HOME
SYSTEM

JVC

STARWARS® REBEL ASSAULT



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.™
GA
Appropriate for all audiences.
General Audiences

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce a epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures of epilepsy. If you, or any one in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

Need More Help?

CALL JVC's 24-HOUR TIP LINE: 1-900-454-4JVC
75¢ each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the U.S. Call length determined by user; average length is 3 minutes. Messages subject to change without notice.

JVC Musical Industries, Inc., Los Angeles, CA.



This official seal is your assurance that this product meets the highest quality standards of SEGATM. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

STARWARS® REBEL ASSAULT™

HANDLING YOUR SEGA CD

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	3
INTRODUCTION	4
NAMES OF CONTROLLER PARTS	5
GAME CONTROLS SUMMARY	6
MAIN MENU	8
OPTIONS MENU	8
MAIN GAME SCREEN	9
ENEMIES AND OBSTACLES	10
PASSCODES	12
MISSIONS	12
CAST OF CHARACTERS	15

GETTING STARTED



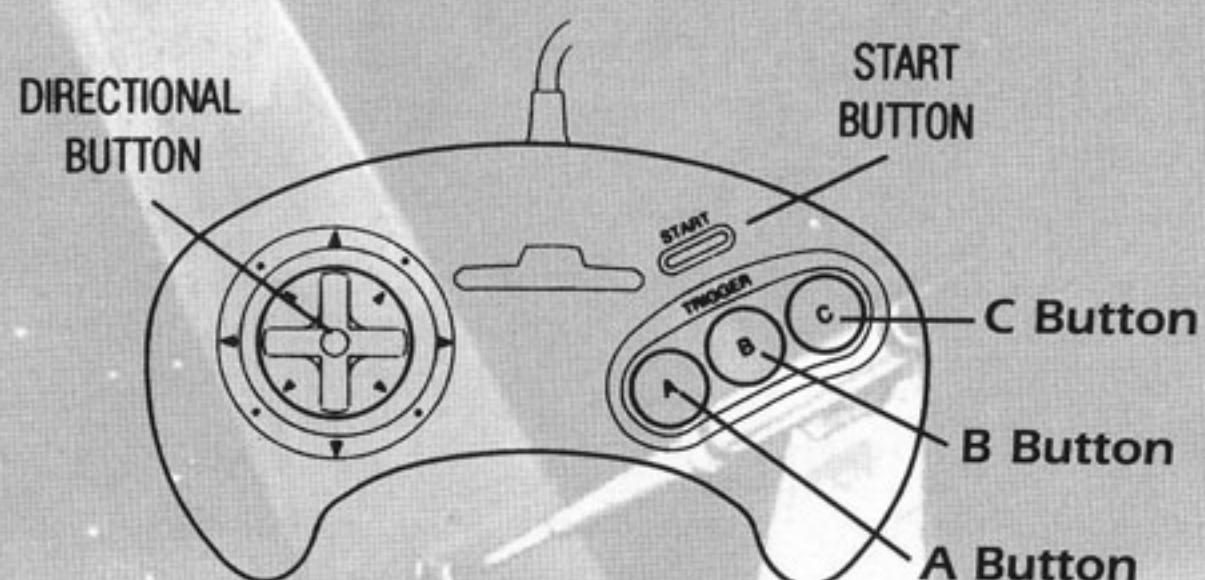
1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the Reset Button and the disc tray will open.
4. Carefully place your Star Wars: Rebel Assault CD game disc in the Sega CD System with the label-side facing up. Press the Start Button to close the tray and begin play.

INTRODUCTION

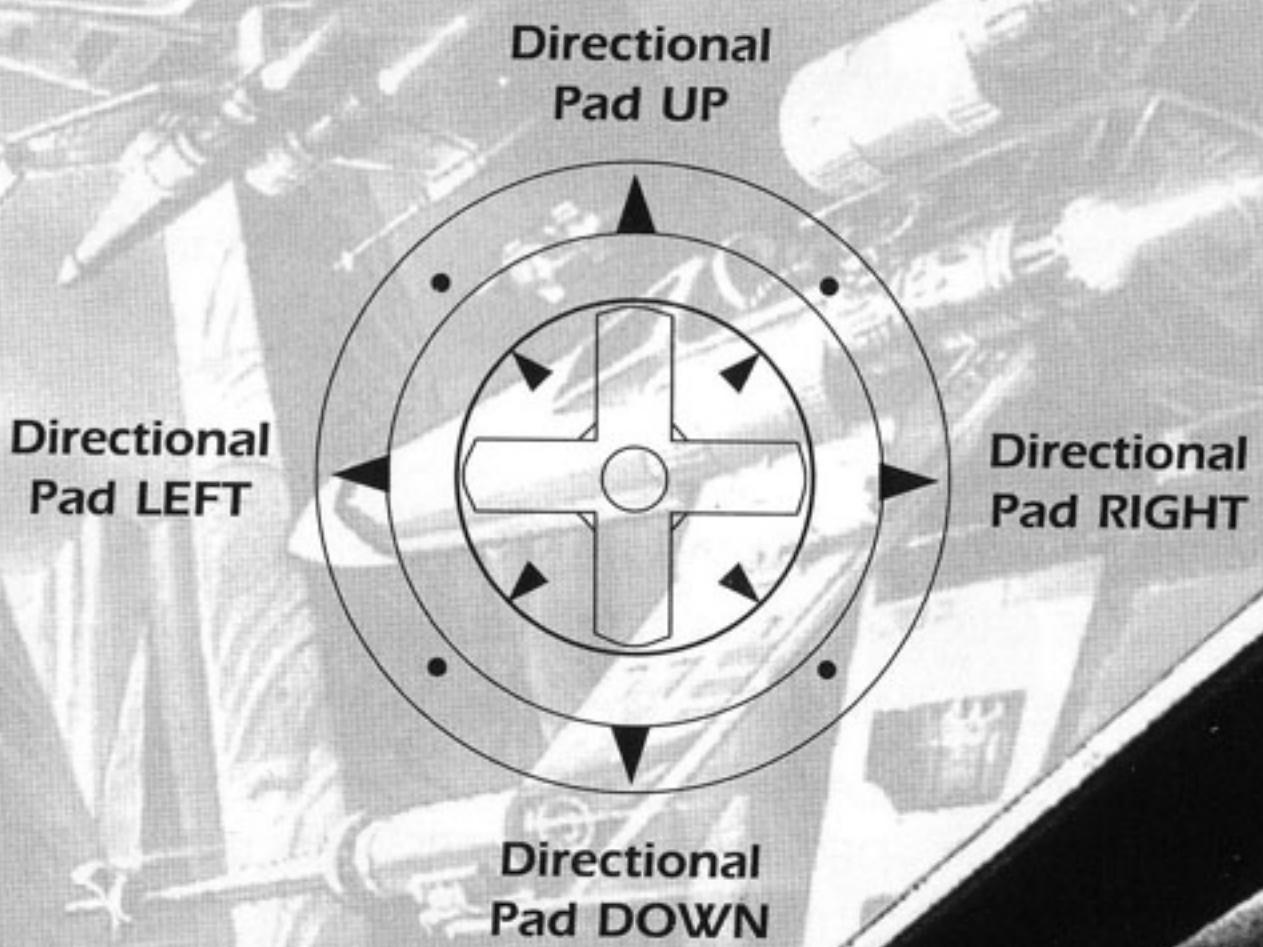
Rebel forces have won their first battle against the evil Empire... But the war has just begun!

As Rookie One, you are thrust into a 3D galaxy far, far away to crush the evil Empire once and for all. Test drive your T16 skyhopper on a training run through Beggar's Canyon...Dodge asteroids and blast TIE fighters in a deep space battle...Tackle a fleet of menacing AT-ATs on the icy tundra of Hoth...and ultimately take on Lord Vader and the evil Empire with a dangerous trench-run on the infamous Death Star.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



GAME CONTROLS SUMMARY

There are four types of play perspectives in Rebel Assault. Prior to each game you may re-configure the control settings (see "Game Options" under the Main Menu).

A Button=Fire lasers and torpedoes.

B Button=Move person left and right; choose path (where applicable).

C Button=Skip through cut scenes.

Start Button=Pause game, start game, and enter passcodes.

Third-Person Flight Controls

This view is from behind your craft.

BANK LEFT: Press the Directional Pad LEFT.

BANK RIGHT: Press the Directional Pad RIGHT.

MOVE UP: Press the Directional Pad UP.

MOVE DOWN: Press the Directional Pad DOWN.

FIRE LASERS (where applicable): Press the A Button.

NOTE: To make sharp turns, press the Directional Pad UP and LEFT or RIGHT simultaneously.

Aerial Flight Controls

This perspective is from above your ship.

MOVE SHIP LEFT: Press the Directional Pad LEFT.

MOVE SHIP RIGHT: Press the Directional Pad RIGHT.

INCREASE THRUSTERS: Press the Directional Pad UP.

DECREASE THRUSTERS: Press the Directional Pad DOWN.

LAUNCH PROTON TORPEDO: Press the A Button.

First-Person Flight Controls

This perspective is from inside the cockpit.

MOVE CRAFT/CROSSHAIR TO LEFT: Press the Directional Pad LEFT.

MOVE CRAFT/CROSSHAIR TO RIGHT: Press the Directional Pad RIGHT.

MOVE CRAFT/CROSSHAIR UP: Press the Directional Pad UP.

MOVE CRAFT/CROSSHAIR DOWN: Press the Directional Pad DOWN.

FIRE LASERS and TORPEDOES: Press the A Button.

Third-Person Shooting

This perspective is from behind you.

POINT WEAPON LEFT: Press the Directional Pad LEFT.

POINT WEAPON RIGHT: Press the Directional Pad RIGHT.

POINT WEAPON UP: Press the Directional Pad UP.

POINT WEAPON DOWN: Press the Directional Pad DOWN.

SHOOT BLASTERS: Press the A Button.

SHUFFLE LEFT: Hold down the B Button and press the Directional Pad LEFT.

SHUFFLE RIGHT: Hold down the B Button and press the Directional Pad RIGHT.

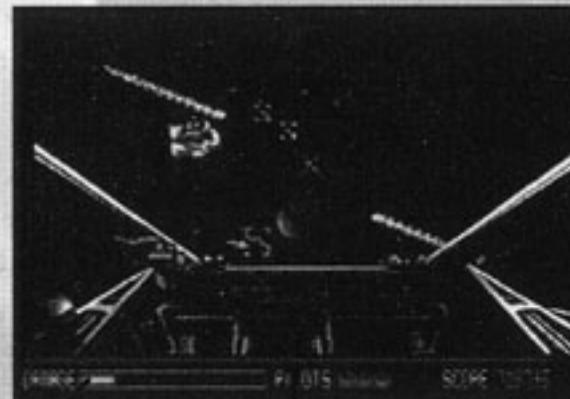
MAIN MENU

Press the C Button to bypass the various title and story screens and reach the Main Game Menu. To make a selection in the Main Menu, press the Directional Pad UP or DOWN to highlight a selection and press the A Button to access that selection. From the Main Menu you can start a new game, call up the Game Options Menu, enter your passcode, and continue the demo.

Options Menu

Press the Directional Pad UP and DOWN to scroll through the various game options and press the A Button to toggle through the selections under that option. Select "EXIT MENU" to enter all your option selections and return to the Main Menu. From the Game Options Menu you can turn the background music and SFX on or off, set your control configurations at Pad Controls or Flight Controls, and program the difficulty level at either Normal, Easy, or Hard. The Pause Menu, while it does not allow you to change your difficulty level, does give you the option to Restart the game.

MAIN GAME SCREEN



Pilots

Damage Meter

Score

Damage Meter

Indicates by color the degree of damage inflicted on your ship. Green indicates minimal damage. Yellow indicates substantial damage. Red indicates severe damage.

Pilots

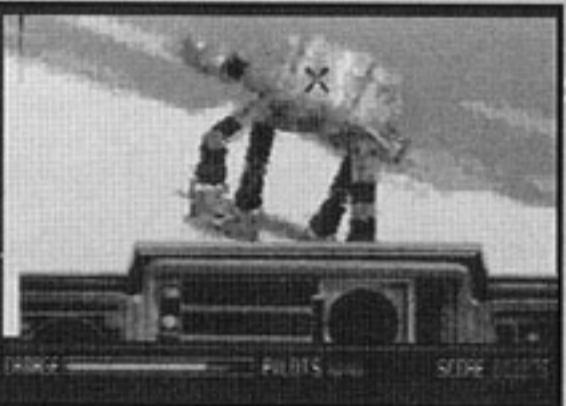
Indicates how many pilots (lives) you have remaining to complete that mission.

Score

Displays your current score.

ENEMIES AND OBSTACLES

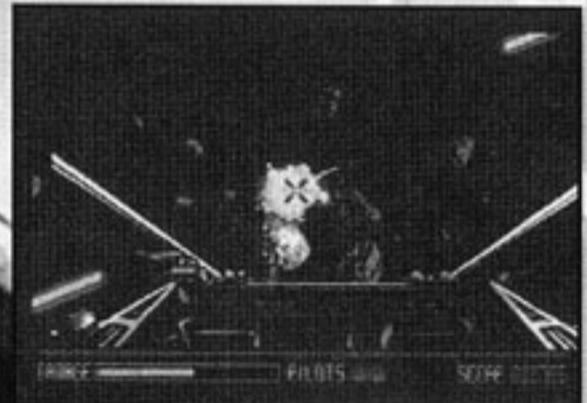
Walkers



The best way to tackle a walker is to shoot its armor panels. **Each panel takes two hits to destroy.** The first strike will turn the panel dark brown from beige. **The second will turn the panel gray and severely cripple this four-legged monster.**

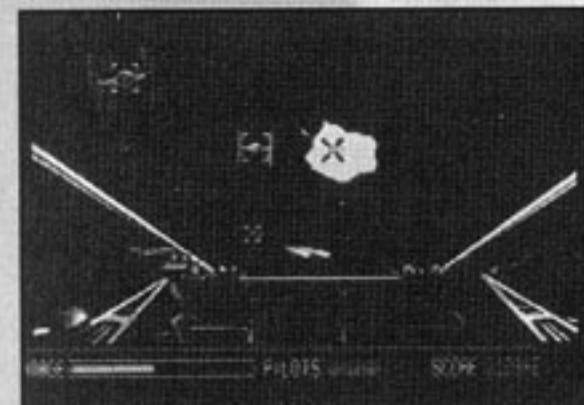
During this level your navigation computer will be locked into a pre-determined flight path. At certain times, however, you will be allowed to select one of two different approaches; your display will indicate that a choice is available (the text "Choose Attack" will then appear). Move the Directional Pad LEFT or RIGHT to select the direction of your path. Then, press the B Button to choose your path.

Asteroids



You must avoid rocky (brown) asteroids in your path. You cannot dodge ice asteroids, however. Those in your path must be shot.

TIE Fighters



TIE fighters are used solely for combat purposes. Their unique design gives these Imperial fighters lightning-fast speed and optimum maneuverability. It's best to obliterate Imperial TIE fighters before they obliterate you. If you let one slip by, you may not get a second chance.

Star Destroyer



To demolish the Star Destroyer, you must take out the shield generators on the top of the ship. Then, go for the command center on the bridge.

PASSCODES

As you finish each mission, you will receive a passcode that allows you to continue play at a later date—from the point in the game where you left off. Be sure to keep track of these passcodes by jotting them down.

To enter a passcode, choose "ENTER PASSCODE" from the Main Menu at the start of the game. Use the Directional Pad to choose a letter and press the A Button to enter it. Select END or START to enter the passcode and begin play.

- Passcodes do not save your score or number of pilots. You begin a new game each time you use the passcodes. And as you change difficulty levels, passcodes change as well.

MISSIONS

The following is a breakdown of the various missions that comprise your quest to destroy the evil Empire.

Training

You have four phases of training to complete before you make your first run. You begin your training in a T16 Skyhopper, where you'll fly through Beggar's Canyon for some trench-run practice. Then it's off to test your aim with some target practice on target drones. Next, test your reflexes in a dangerous game of "dodge the asteroid." The final phase of your training will take you and your A-wing on a maneuver drill through the crystal towers of Kolaador.

Good luck, Rookie One!

Operation Star Destroyer

Your first assignment is to ambush the evil Empire's Star Destroyer. Commanding an X-wing, go for the Destroyer's shield generators and turbo lasers—and watch for pesky TIE fighters!

Tatooine Attack

The dark side has launched a surprise attack on Tatooine. Fly your X-wing through craggy canyons and blast puny AT-STs to pieces. Then, use your maneuvering prowess and shooting skills to chase a fleet of TIE fighters through a dense asteroid field.

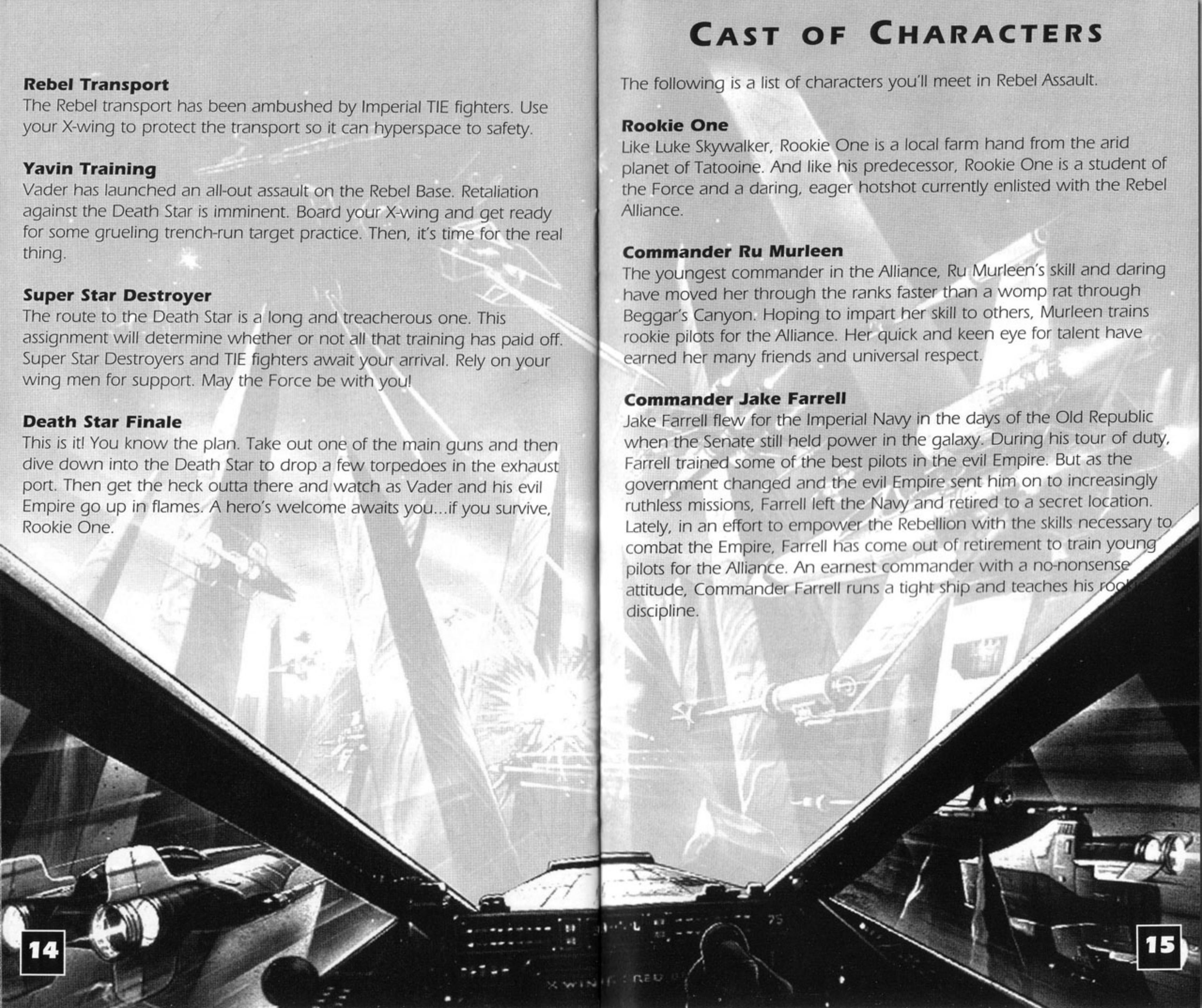
Walker Assault

This frigid ice planet is infested with menacing Imperial walkers. Hop in your snowspeeder and use your lasers to take down these ominous mercenaries.

Stormtrooper Attack

Your Snowspeeder has taken a nose-dive into a snow bank. You must now trek across the glacial tundra to the Rebel Base, where you'll board an X-wing and re-join your squadron. Unfortunately, stormtroopers have taken over your base. It's you against them, Rookie One. Make every shot count!

CAST OF CHARACTERS



Rebel Transport

The Rebel transport has been ambushed by Imperial TIE fighters. Use your X-wing to protect the transport so it can hyperspace to safety.

Yavin Training

Vader has launched an all-out assault on the Rebel Base. Retaliation against the Death Star is imminent. Board your X-wing and get ready for some grueling trench-run target practice. Then, it's time for the real thing.

Super Star Destroyer

The route to the Death Star is a long and treacherous one. This assignment will determine whether or not all that training has paid off. Super Star Destroyers and TIE fighters await your arrival. Rely on your wing men for support. May the Force be with you!

Death Star Finale

This is it! You know the plan. Take out one of the main guns and then dive down into the Death Star to drop a few torpedoes in the exhaust port. Then get the heck outta there and watch as Vader and his evil Empire go up in flames. A hero's welcome awaits you...if you survive, Rookie One.

The following is a list of characters you'll meet in Rebel Assault.

Rookie One

Like Luke Skywalker, Rookie One is a local farm hand from the arid planet of Tatooine. And like his predecessor, Rookie One is a student of the Force and a daring, eager hotshot currently enlisted with the Rebel Alliance.

Commander Ru Murleen

The youngest commander in the Alliance, Ru Murleen's skill and daring have moved her through the ranks faster than a womp rat through Beggar's Canyon. Hoping to impart her skill to others, Murleen trains rookie pilots for the Alliance. Her quick and keen eye for talent have earned her many friends and universal respect.

Commander Jake Farrell

Jake Farrell flew for the Imperial Navy in the days of the Old Republic when the Senate still held power in the galaxy. During his tour of duty, Farrell trained some of the best pilots in the evil Empire. But as the government changed and the evil Empire sent him on to increasingly ruthless missions, Farrell left the Navy and retired to a secret location. Lately, in an effort to empower the Rebellion with the skills necessary to combat the Empire, Farrell has come out of retirement to train young pilots for the Alliance. An earnest commander with a no-nonsense attitude, Commander Farrell runs a tight ship and teaches his rook discipline.

90 Day Limited Warranty

Lt. Turland Hack

Known to all as "Hack," Turland met Rookie One while training at Mos Eisley. Impressed by the young pilot's enthusiasm for the Alliance, Hack took the rookie under his wing. Unable to qualify for flight school himself, Hack put his energy into helping Rookie One become the best in the fleet. Currently, Hack holds a communications post at the Mos Eisley base.

Capt. Merrick Simms

Captain Simms leads the Blue squadron of the Rebel fleet. After a highly acclaimed victory near Dantooine last year, young Simms was quickly promoted to the rank of captain. A skilled pilot who always keeps his cool, Simms understands the discipline needed to confront Imperial forces.

Rookie Thurlow Harris

Harris has seen his share of battles in his twenty years. A Rebel captain's son, Harris has spent most of his life in his father's shadow. Although a good pilot in his own right, Harris lacks the confidence and control learned by experience.

Darth Vader

Dark Lord of the Sith, Darth Vader personifies the evil behind the Galactic Empire. Once a Jedi Knight and student of Ben Kenobi, Vader turned on his teacher to embrace the seductive power of the dark side of the Force. Now, as servant to the gruesome Galactic Emperor, he has vowed to crush the Rebellion at any cost. His hopes are high that a new Imperial weapon, the Death Star, will help accomplish this end.

JVC Musical Industries, Inc. warrants to the original purchaser of this JMI software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This JMI software program is sold "as is" without express or implied warranty of any kind, and JMI is not liable for any losses or damages of any kind resulting from the use of this program. JMI agrees for a period of ninety (90) days to either repair or replace, at its options, free of charge, any JMI software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the JMI software product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE JMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limited or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

JVC Musical Industries, Inc.
3800 Barham Boulevard, Suite 305
Los Angeles, CA 90068
1-900-454-4JVC

Patents:

U.S. #s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244;
Canada #s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826;
Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029;
Japan #s 1,632,396/82-205605 (Pending).

Thank you for choosing one of our exciting Sega CD games. Please fill out this card and drop it in the mail today so that we can let you know about future releases from JVC.

Name _____ Age _____ M _____ F _____

Address _____

City/State/Zip _____

Date Game was purchased/received _____
Game Title _____

How did you find out about the game?
(Check only one)

- TV Commercial
 TV Program
 Magazine Advertisement
 Radio Commercial
 Other _____

Purchased by:
 Self Parent Grandparent
 Other Relative Gift

Name of Store _____

Which magazines do you read regularly?
 Sega Visions *GamePro*
 Electronic Gaming Monthly *Video Games & Computer Entertainment*
 Game Players *Game Fan*

Type of Store:
 Toy Store Electronics Store
 Software Store Department Store
 Super Store Video Store
 Discount Store
 Catalog _____
 Other _____

When are you most likely to buy/
receive video games?

- Birthday Winter Holiday
 School Vacation
 Other _____

How many other Sega CD games
do you own? _____

How many games will you buy
this year? _____

Other games/systems that you own:
 Game Boy No. of games _____
 Sega Genesis No. of games _____
 NES No. of games _____
 SNES No. of games _____

JVC MUSICAL INDUSTRIES
Attn: Games Division
3800 Barham Blvd., #305
Los Angeles, CA 90068

PLACE
STAMP
HERE

SEGA AND SEGA CD ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM,
SYMBOLS AND INDICIA ARE TRADEMARKS OF
SEGA OF AMERICA, INC. ©1993 SEGA.

Rebel Assault TM and © 1993 LucasArts Entertainment Company.
Used Under Authorization. All Rights Reserved.
Star Wars is a registered trademark of Lucasfilm Ltd.
The LucasArts logo is a registered service mark of
LucasArts Entertainment Company.

JVC Musical Industries, Inc.
3800 Barham Blvd., Suite 305
Los Angeles, CA 90068



Manufactured in the U.S.A.